## Audio::SourceListener + attach + play + update # events + wantAttachEvents() + wantPlayEvents() + wantUpdateEvents() + onPreAttach() + onPostAttach() + onUpdate() + onPrePlay() + onPostPlay() + onEndOfStream() # SourceListener()

BaseUtil::VideoAudioStream Listener

- + VideoAudioStreamListener() + onPreAttach()
- + onPostAttach()
- + onPrePlay() + onPostPlay()
- + onUpdate()
- + onEndOfStream()